

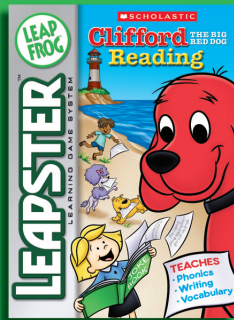
CHECK OUT THE EVER-GROWING

# LEAPSTER®

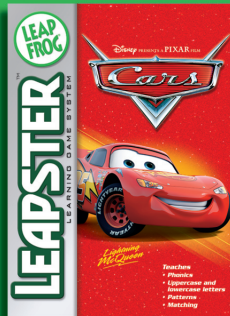
LEARNING GAME SYSTEM LIBRARY!



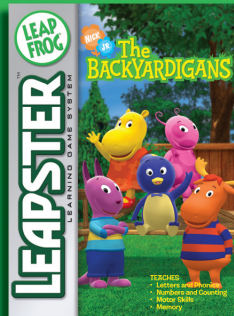
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# LEAPSTER

LEARNING GAME SYSTEM



## Animal Rescuer



PARENT GUIDE  
[LeapsterWorld.com](http://LeapsterWorld.com)

Sold separately. All titles may not be available in all markets. Actual cover art may vary.

THIS GUIDE CONTAINS IMPORTANT INFORMATION.  
PLEASE KEEP IT FOR FUTURE REFERENCE.



*¡Al rescate!* Diego is at it again—venturing deep into the wilderness to save animals in need. Explore the rainforest, desert and Antarctica while you run, jump and swing from learning numbers to performing addition and subtraction. Players will discover fun facts while becoming an Official Animal Rescuer!



1

### Getting Started:

Insert the cartridge with the printed side facing to the front. Press the On/Off button to begin.

### Sign In:

- Follow the on-screen instructions to sign in.
- The LEAPSTER® system will store the game information of up to 3 players. To remove or replace a player, touch the red X icon.



### Game Selection Screen

One of the most effective ways to help your child learn and master skills is through engaging play experiences. *Go, Diego, Go!* presents a variety of interactive mathematics games that can be played again and again, helping strengthen your child's understanding of important mathematical concepts and skills.

To make a selection on your LEAPSTER handheld, touch an icon on the screen with the stylus or use the D-pad to scroll through and highlight icons. With the LEAPSTERTV™ system, use the stylus to locate the icon on the TV and click the stylus button.

To turn off the background music, touch the music note. This setting will return to "Music On" each time your LEAPSTER system is powered on.



# LEAPSTER®

Learning Game System

## Visit LeapsterWorld.com

You'll find fun surprises, great games, tips, tricks and more for the LEAPSTER® family of learning games at LeapsterWorld.com!

### SECRET CODES



Use the secret web codes you've earned in the games to unlock fun activities and content at LeapsterWorld.com!

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### NEW GAMES

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## Learning at All Levels

Featuring three progressive levels of play, *Go, Diego, Go!* encourages children to explore important early mathematics skills, such as extending patterns, counting, one-to-one correspondence and number order, as well as simple addition and subtraction. Level 1 presents concepts appropriate for ages 4 to 5, Level 2 reinforces skills for 5- and 6-year-olds and Level 3 introduces skills appropriate for children ages 6 to 7. Each level offers gradual increases in mathematical challenge for young learners.

## How a Tutorial Works

Tutorials provide clear demonstrations on how to break down a skill into smaller parts. A tutorial is activated when the player presses the Hint button. Simple step-by-step prompts and visuals provide clues to ensure future success with a specific mathematics skill. If a player incorrectly identifies the number three in *Climb to the Rescue*, for example, the narrator guides the player to look for a leaf with the correct number on it. If the user needs further help, she can press the Hint button to see what the number three looks like. This sequence helps young children both see and hear the correct response. Throughout gameplay, the narrator offers positive encouragement to support young learners.



## Game Summary

Diego is ready for another Animal Rescue Mission! Run, jump, slide and swing with Diego through three unique locations—a lush rainforest, a rocky desert and icy Antarctica. Once players have selected a location, Diego's sister Alicia will let them know what animal needs help. At the end of each Animal Rescue Mission, players will collect an Animal Fact Card to put into their Field Journal. Once players have rescued all the animals, they will become an Official Animal Rescuer just like Diego. ¡Fantástico!



## Mini-Game Challenges

During each mission, players will be challenged to a mini-game to help Diego complete his adventure. For example, in Animal Rescue Mission: Desert, players need to fix bridges in the Bridge Builder mini-game to help Diego cross the desert. Players can return to these mini-games at any time by selecting the large arrow on the game selection screen.

## ANIMAL RESCUE MISSION: RAINFOREST

### How to Play

Diego swings into action in the rainforest! A scarlet macaw needs help—its wing is stuck in some rocks. Players use the D-pad to move Diego through the leafy rainforest, the A button to jump over obstacles and the B button to freeze the mischievous Bobo Brothers. Once Diego has rescued the scarlet macaw, it's time to save the baby pygmy marmosets!



**Level 1:** Distinguishing numbers from letters, identifying numbers up to 10, adding missing numbers in a simple sequence

**Level 2:** Identifying numbers up to 50; skip counting by 2s, 5s and 10s; adding missing numbers to a sequence

**Level 3:** Identifying numbers up to 100; skip counting to 100 by 2s, 5s and 10s; adding missing numbers to more complex number sequences

### Mini-Game Challenge: Climb to the Rescue

Diego needs help climbing to the top of a steep cliff! In Climb to the Rescue, players use the D-pad to help Diego jump from one vine to another. Players bump into as many correct answers as possible to move quickly up the vines. Once at the top of the cliff, Diego can keep moving on his Animal Rescue Mission. ¡Excelente!

### What's Being Taught?

**Numbers:** Players develop their understanding of numbers by exploring ways of representing numbers and relationships among numbers and number systems.

### Why Is This Important?

Through varied experiences with numbers, children see number patterns and begin to understand relationships between numbers. Games such as Animal Rescue Mission: Rainforest help young children develop confidence in their counting abilities—forward or backward from any number. This helps lay the foundation for future work with larger numbers as well as numerical operations such as addition and subtraction.



## ANIMAL RESCUE MISSION: DESERT

### How to Play

Alicia is calling again on the Video Watch. The desert tortoise is stuck on its back, and the jackrabbit can't find her babies! Diego is on his way! Players use the D-pad to zoom Diego across the rocky desert and the A button to jump over any obstacles in his path. Players use the B button to freeze the Bobo Brothers when they are blocking Diego's path.



**Level 1:** Identifying colors/colours, shapes and simple patterns

**Level 2:** Identifying more challenging patterns

**Level 3:** Adding to a sum of up to 20, adding multiples of 10, solving simple subtraction facts to 20, completing number sentences using the symbols +, - and =.

### Mini-Game Challenge: Bridge Builder

Keep an eye out for broken bridges! In Bridge Builder, players use the stylus to quickly drag shapes to their correct spots to fix bridges for Diego to cross. Whew! Now Diego can continue on his Animal Rescue Mission.

### What's Being Taught?

**Patterns:** Players get practice recognizing and extending simple and complex patterns.

**Operations:** Players see and use strategies for whole-number computations with a focus on addition and subtraction.

### Why Is This Important?

The ability to identify patterns is an important mathematics skill. Young children need to notice specific details to determine what repeats or what comes next. As children develop an understanding of patterns, they are able to make connections and solve problems. Games such as Animal Rescue Mission: Desert encourage young children to look for what is the same and what is different in order to figure out what comes next in both shape and number patterns.

## ANIMAL RESCUE MISSION: ANTARCTICA

### How to Play

Brrrr! It's cold in Antarctica—but even here there's rescue work to be done! A baby Emperor Penguin is floating away on a chunk of ice, and a leopard seal is caught in a fishing net. ¡*Rápido!* It's time to work fast. Players use the D-pad to move Diego across the ice and the A button to jump over obstacles to complete the rescue. Players use the B button to freeze the Bobo Brothers blocking Diego's path.



**Level 1:** Matching numerals to groups up to 5, matching groups to numerals up to 10, finding groups that are more or less than another group

**Level 2:** Finding groups that are more than, less than or equal to 20; finding numbers that are one more or one less

**Level 3:** Comparing and ordering numbers up to 100; using the symbols  $<$ ,  $>$  and  $=$

### Mini-Game Challenge: Penguins' First Dive

Look! Young penguins are trying to make their first dive into the icy ocean water. In Penguins' First Dive, players must quickly touch the correct number of penguins with the stylus to match number groups to solve number problems. Once the penguins have successfully made their first dive into the ocean, Diego can continue with his Animal Rescue Mission.

### What's Being Taught?

**Numbers:** Players develop their understanding of numbers, ways of representing numbers and relationships among numbers and number systems.

### Why Is This Important?

As children learn to count, identify and compare numbers, they begin to understand number size and see relationships between numbers. In the game Animal Rescue Mission: Antarctica, children identify the value of numbers: which number is greater than, less than or equal to other numbers. During gameplay, they are exposed to different kinds of representations of numbers. Developing a deeper understanding of number relationships helps children become effective problem solvers and flexible thinkers.

### **U.S. Consumer Service Contact**

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### **Canada Consumer Service Contact**

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### **Australia Consumer Service Contact**

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**Canada:** In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

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For ages 4 to 7 years/Convient aux enfants de 4 ans à 7 ans